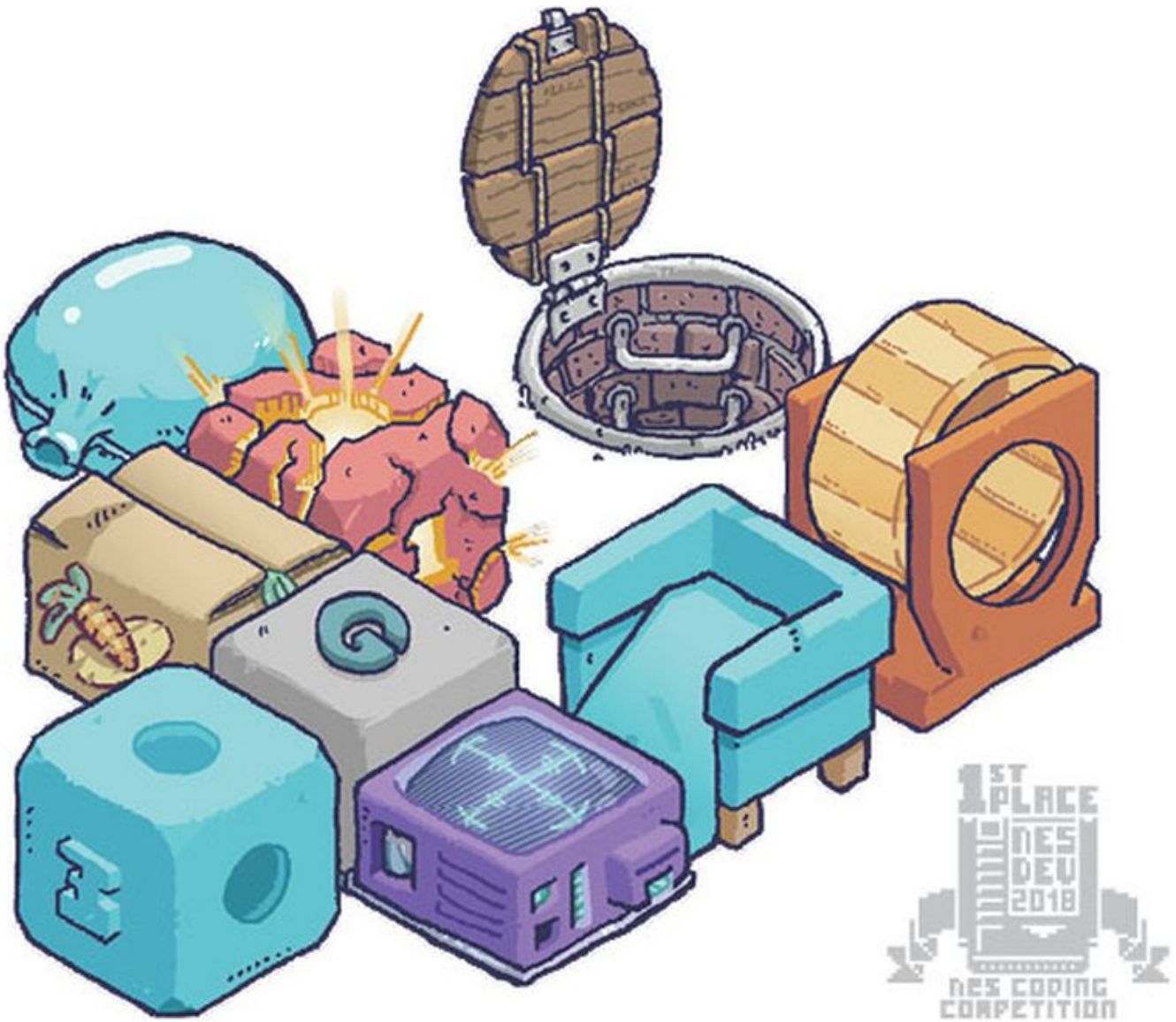
GRUNIOŻERCA 3

THE GREAT CAVY CLEAN-UP!

Instruction Manual



GAME OBJECTIVE

Clean each room by hopping from toy to toy without touching the carpet.

GAME MODES

STORY MODE

Select NEW GAME or CONTINUE to guide Grunio through 24 rooms of carefully crafted chaos.

Pro Tip: Write down your PASSWORDS after each room.

SURVIVAL MODE

Select SURVIVAL to help Dzidzia clean an endless series of procedurally generated rooms that get messier the longer you play!

CONTROLS & ACCESSIBILITY

Although standard input conventions (A to confirm, START to pause, etc.) have been followed, additional input methods have also been enabled to allow for the entire game to be played with one hand (D-PAD and SELECT buttons only).

Press RIGHT or A to confirm a selection.
Press LEFT or B to cancel a selection.
Press SELECT or START to pause the game.
Use the D-PAD to move your piggie.

To play the game with your right hand instead of left, under the CONTROL menu from the TITLE SCREEN, change the input mode to INVERTED. Then, hold the controller upside-down to play.

HAVING TROUBLE?

If Dzidzia sees you're having a hard time, she might offer to help. But pay attention! You'll still have to clean the room yourself after she shows you how it's done.

IN THE ROOMS

STOOLS

Solid furniture that can be freely hopped upon without breaking.

BLOCKS

It might take a few hops to crumble these colorful cubes.

RAMPS

Too high to jump onto from the back or sides, they'll need to be hopped on from the low end.

WHOOPEE CUSHIONS

Don't waste your time hopping around the room or these self-inflating party favors will puff themselves back up!

EXERCISE WHEELS

Running wheels are too dangerous for guinea pigs to run in, so have your piggie ride atop these battery-powered wheels instead.

TELEPORTERS

Nothing more than your basic, run-of-the-mill matter de- and re- materializers.

EXPLOSIVE BLOCKS

Apparently manufactured with combustible materials, when these blocks finally go, they go out with a bang!

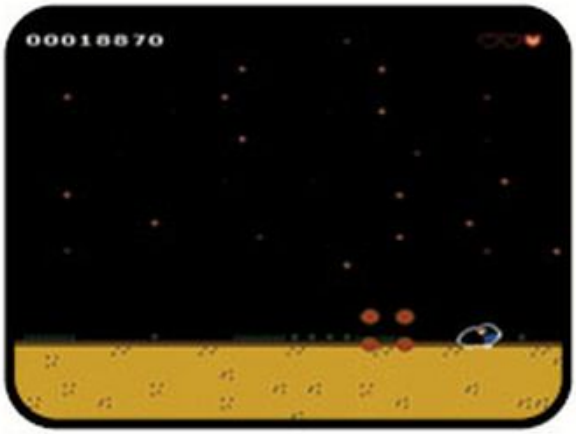
BOX OF CARROTS

A tasty treat! Gobble up a carrot from the box to give your piggie an extra boost of energy, letting them leap even further!

FLOOR HATCH

A totally normal door that totally normal people have in their totally normal homes, right? When it opens, hop in to move to the next room.

THE GRUNIOŻERCA SERIES



GRUNIOŻERCA *(2016)*

Help Grunio stop an invasion of alien carrots in this arcade-style classic that started it all. Developed by Łukasz Kur for Gramytatywnie 2016. It has since seen a number of sequels, spin-offs, and ports to a multitude of platforms.
github.com/arhneu/gruniozerca

GRUNIOŻERCA 2 *(2018)*

Lead Grunio through 24 cellar rooms in this challenging puzzle platformer from Łukasz and M-Tee.
Originally developed for the Gramytatywnie 2017 fundraiser, it also went on to win first place in the 2017 NesDev Coding Competition.
mteegfx.itch.io/grunio2

GRUNIOŻERCA 3 *(2019)*

The gameyou're holding is the result of Łukasz's lifelong dream to expand the gameplay mechanic of Ultimate Stuntman's Bombsweeper minigame into a full game of its own. Initially planned for a charity event in 2018, development time led to it being released for the next Coding Competition, and eventually supporting Gramytatywnie 2019 instead.
mteegfx.itch.io/grunio3

GRUNIOŻERCA 3 CREDITS

Game by Łukasz Kur and M-Tee Graphics

Original Soundtrack by Chip Jockey
bandcamp.chipjockey.com

Grunio, Dzidzia, Neko and Archon
arhn.eu

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In loving memory of Grunio, 2013—2019